

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A method of performing a competition between teams by means of at least two sets of modular units, the method comprising acts of:

connecting a first set of modular units to a second set of modular units, wherein each set comprises at least one modular unit;

determining which first modular unit in the first set is connected to which second modular unit or units in the first set;

determining which third modular unit in the second set is connected to which fourth modular unit or units in the second set;

determining a set of information items for at least one modular unit, wherein each information item individually relates to a specific modular unit in said sets; and wherein said set of information items represents competition-related information, and wherein said set of information items comprises connection-related

information indicating physical locations of said modular units relative to one another as interconnected in a common game space;

distributing the set of information items to the corresponding modular units; and

presenting said set of information items on the modular units.

2. (Previously presented) The method as claimed in claim 1, further comprising:

receiving a first information item representing a property of a modular unit.

3. (Previously presented) A method according to claim 1, further comprising an act of:

receiving a second information item representing a second competition.

4. (Previously presented) The method according to claim 1, further comprising an act of:

disconnecting a third set of modular units from the first and second set of modular units, wherein said third set comprises at

least one modular unit; and

connecting a fourth set of modular units to said first and second set of modular units, wherein said fourth set comprises at least one modular unit.

5. (Currently amended) A computer system for performing a competition between teams by means of at least two sets of modular units, said computer system comprising:

means for connecting a first set of modular units to a second set of modular units, wherein each set comprises at least one modular unit;

means for determining which modular unit is connected to which second modular unit or units in the first and the second set;

means for determining a set of information items, wherein each information item individually relates to a specific modular unit in said sets; and wherein said set of information items represents competition-related information, and wherein said set of information items comprises connection-related information indicating physical locations of said modular units relative to one another as interconnected in said sets in a common game space;

means for distributing the set of information items to the corresponding modular units in said sets; and

means for presenting one of said information items.

6. (Currently amended) A computer-executable code stored on a computer-readable medium for performing a competition between teams by means of at least two sets of modular units, said code when executed by a computer, executes acts of:

connecting a first set of modular units to a second set of modular units, wherein each set comprises at least one modular unit;

determining which first modular unit in the first set is connected to which second modular unit or units in the first set;
determining which third modular unit in the second set is connected to which fourth modular unit or units in the second set;
determining for a set of information items at least one modular unit,

wherein each information item individually relates to a specific modular unit in said sets; and wherein said set of information items represents competition-related information, and

wherein said set of information items comprises connection-related information indicating physical locations of said modular units relative to one another as interconnected in a common playfield;

distributing the set of information items to the corresponding modular units; and

presenting said set of information items on the modular units.

7. (Currently amended) A modular unit for performing a competition between teams by means of at least two sets of modular units, said modular unit comprising:

means for connecting a first set of modular units to a second set of modular units, wherein each set comprises at least one modular unit;

means for determining which modular unit is connected to which second modular unit or units in the first and the second set;

means for determining a set of information items, wherein each information item individually relates to a specific modular unit in said sets; and wherein said set of information items represents competition-related information, and wherein said set of

information items comprises connection-related information
indicating physical locations of said modular units ~~are located~~
relative to one another as interconnected in said sets in a common
game space;

means for distributing the set of information items to the
corresponding modular units in said sets; and

means for presenting one of said information items.

8. (Previously presented) The modular unit as claimed in claim 7,
further comprising:

means for receiving a first information item representing a
property of a modular unit.

9. (Previously presented) The modular unit according to claim 7,
further comprising:

means for receiving a second information item representing a
second competition.

10. (Previously presented) The method as claimed in claim 1,
wherein said set of information items further comprises a property

for each modular unit.

11. (Previously presented) The method as claimed in claim 1, wherein said set of information items further comprises which first competition is performed.

12. (Previously presented) The computer system as claimed in claim 5, wherein said set of information items further comprises a property for each modular unit.

13. (Previously presented) The computer system as claimed in claim 5, wherein said set of information items further comprises which first competition is performed.

14. (Previously presented) The computer-executable code stored on a computer-readable medium as claimed in claim 6, wherein said set of information items further comprises a property for each modular unit.

15. (Previously presented) The computer-executable code stored on a

computer-readable medium as claimed in claim 6, wherein said set of information items further comprises which first competition is performed.

16. (Previously presented) The modular unit as claimed in claim 7, wherein said set of information items further comprises a property for each modular unit.

17. (Previously presented) The modular unit as claimed in claim 7, wherein said set of information items further comprises which first competition is performed.